Baby Think It Over® Program

RealCare® Baby II

Operating Handbook

Please read these instructions before operating Baby.
Keep this handbook in a safe place for future reference.

Realityworks
Live it. Learn it.
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IMPORTANT SAFETY PRECAUTIONS

Driving

- Baby may cry while the student is driving. Please be aware that crying may start unexpectedly, and the student should be prepared.
- Do not feed, burp, rock, change diapers, or otherwise care for Baby while driving.
- The student must bring his or her vehicle to a complete stop in a safe location before caring for Baby, or to retrieve a piece of Baby's equipment that falls.
- Failure to install Baby in a car seat in a motor vehicle could result in Baby or supplies becoming projectiles in the event of a sudden stop or accident.

Location

- Never leave Baby unattended in a public place given the potential for Baby to be mistaken for a real infant.
- Do not place Baby in or near water.
- Do not place Baby on or near a stove, especially while cooking.
- Baby should sleep somewhere close to the student's sleeping quarters, but not in bed with the student. Baby may fall out of the bed or the student could roll over on it causing damage to Baby and discomfort to the student.
- To prevent discoloration and fading, do not store Baby in direct sunlight or in an area of excessive heat.

Interaction with others

- Loud crying near people with potentially serious physical conditions, such as those susceptible to heart attack or stroke, should be avoided.
- Do not allow small children to play with Baby. Baby's hands and feet are small enough to be a choking hazard. Baby is not suitable for children under three.
- Baby's crying or other sounds may cause pets to become agitated or aggressive. Keep Baby out of the reach of pets or other animals.

Physical precautions

- To avoid straining your arms, use an infant car seat or carrier to transport Baby rather than holding Baby at all times. Holding techniques are listed on the Student Care Card that accompanies Baby.
- Baby weighs 6.5 to 7 pounds and could cause discomfort for individuals with back pain.
- Do not operate any type of equipment or attempt tasks requiring the use of both hands while holding Baby.

Simulation rules

- The student must never take the wristband and ID off. Not only will he or she be deducted points, but the ID may be lost, or the student may stumble around in the dark looking for it if Baby cries during the night.
- The student should make a note in his or her diary where they had to delay caring for Baby because their safety or the safety of others may have been compromised.
- Baby's clothing is NOT flame retardant and should NOT be worn by real infants. Instructors should make sure all clothing is returned with Baby.

Batteries

- Batteries may explode, leak, cause property damage, or cause personal injury if disposed of in fire, inserted backwards, inserted forcefully, stored in direct sunlight or an area of excessive heat, mixed with used batteries, or mixed with a different battery type (some types are alkaline, carbon-zinc, or rechargeable).
- Rechargeable batteries are to be removed from Baby before being charged and are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The battery supply terminals (ends) are not to be short-circuited (touched together).
- **Do not STORE batteries in an inactive Baby.** They can leak. Battery leakage can damage or destroy Baby's electronics and is NOT covered by warranty.

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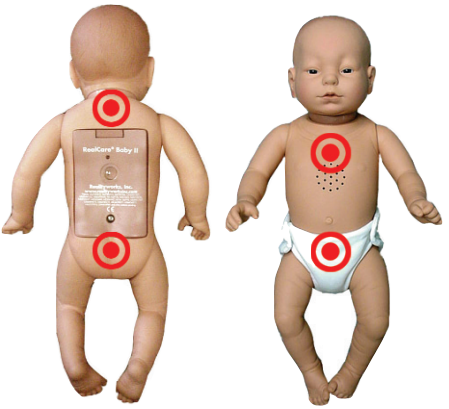
Product overview

RealCare® Baby II is an electronic infant simulator that cries to be fed, burped, rocked, and have its diapers changed by a student parent. RealCare® Baby II weighs 6.5 to 7 pounds, has a flexible neck, and a head that must be supported at all times.

The hand-held control unit is used to select:
- a start time and end time for the student's parenting experience
- an easy, medium, or hard level of care*
- pre-set quiet times when Baby won't cry for care

When you are ready, you can transfer all these choices to Baby with one simple step via touchless communication (no need to touch to Baby's back).

Best control unit and ID communication areas:



After you transfer your choices, Baby is programmed and begins following selected infant schedules at the chosen start time.

Caring for Baby

The student parent wears a unique ID on a wristband so Baby recognizes its "parent" and can only be cared for by that student.

When Baby cries, the student wearing the correct ID must pick Baby up, listen for the chime sound, and then figure out what care Baby needs (feeding, burping, diaper change, rocking, comforting after rough handling or lack of head support). See the Student Care Card for more information.

*There are 15 schedules Baby may follow. They are grouped into three categories: EASY, MEDIUM, and HARD.

Control unit overview

As the instructor, you use the control unit to choose:
- start and stop time
- level of care difficulty
- quiet times

You can also:
- give Baby a name
- enter its gender and ethnicity
- set up one or two IDs for Baby to recognize.

Contact
Touch this contact to Baby's contact point if you are programming an original RealCare® Baby.

USB connection
Connect the control unit to a personal computer to download data.*

LCD screen
Displays all options.
(Screens stay as you leave them)

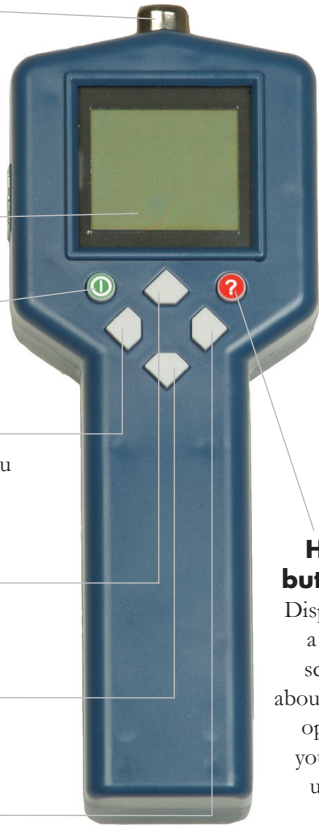
Power button
Turns the control unit on and off.

Left arrow
- Returns you to the previous screen or Main Menu
- Accepts any changes made
- Scrolls left through data selections

Up arrow
Scrolls up through menu and data selections.

Down arrow
Scrolls down through menu and data selections.

Right arrow
- Accepts any changes made
- Advances to next screen if further options exist
- Scrolls right through data selections

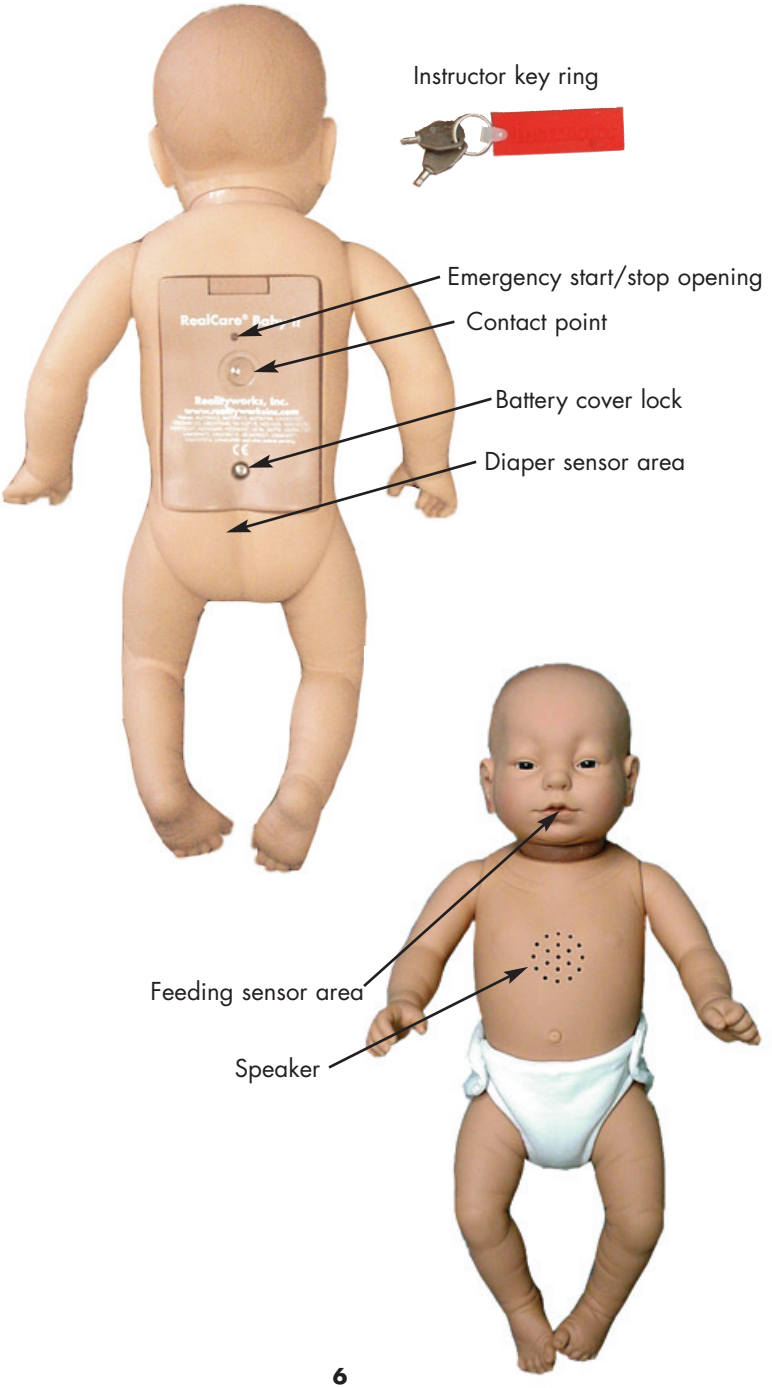


Help button
Displays a help screen about the option you are using.

Note: push and hold buttons to auto scroll through data selections.

*software available soon

Parts identification



Parts identification

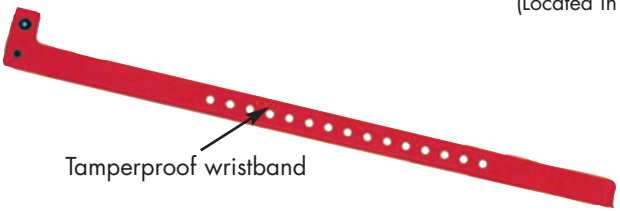
Control unit
battery cover

Breastfeeding device

IDs

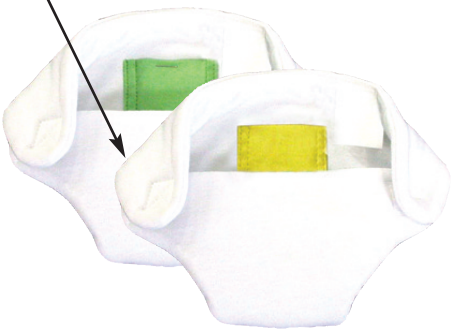
Instructor and
Student videos
(step-by-step
programming
actions and
student care
instructions)

(Located in back of binder)



Tamperproof wristband

Diapers



Bottle

Terms (words used in control unit menus and options)

About
Shows the version number and manufacture date of your control unit.

Baby Utilities
Menu where the Demonstration, Readiness Check, Troubleshooting, Configure, and History options are located.

Care Level
The frequency and length of care Baby requests during the parenting simulation. Choose from EASY, MEDIUM, and HARD levels in the control unit.

Configure
Menu where the name, ethnicity/gender, and IDs for a particular Baby can be changed.

Control unit
The handheld device used for all programming, data retrieval, and troubleshooting interactions with Baby.

Day Care
Option you can activate on demand when the student can't care for Baby. Baby does not request any care when the day care option is activated.

Demonstration
Helps you demonstrate each of Baby's actions individually, i.e. feeding, burping, rocking, etc.

End Simulation
Stops the parenting simulation and downloads the data.

Finish
Menu where you can get data from Baby's computer, end the parenting simulation, view a report of simulation data, or print a report of the data using an infrared printer from Realityworks.

Get Data
Downloads simulation data from Baby's computer.

History
Displays history for a Baby.

ID
Small circular device worn on a wristband by the student caring for Baby.

Language
Select from five display languages: English, Spanish, Japanese, French, and German.

Locate Baby
Control unit screen text that means the control unit is trying to communicate with Baby (point control unit at area shown on page 4 and hold it for 4-5 seconds).

Mishandle
Number in the simulation data report that shows how many times the student did not support Baby's head, roughly handled Baby, placed Baby in a wrong position, or shook Baby (Shaken Baby Syndrome).

Missed Care
Percentage and total in the simulation data report that shows how often the student did not provide care to Baby within two minutes.

Original RealCare® Baby
Previous model of Baby. Uses touch IDs and a smaller, square control unit.

Practice All
A shortened sequence of all Baby's care events, used for student practice in the classroom before taking Baby home (under the Demonstration option).

Prepare
The control unit menu where you choose a start and stop time for the simulation, an EASY, MEDIUM, or HARD level of care, pre-set any quiet times where Baby requires no care, and transfer those choices to Baby.

Print Report
Prints simulation data to an infrared printer from Realityworks.

Printer
An infrared printer available for purchase from Realityworks.

Proper Care
A percentage and tally in the simulation data report that shows how often the student provided care quickly (within two minutes). The higher the percentage, the more times the student gave good care.

Quiet Times
Pre-set periods of time throughout the simulation when Baby does not request care from the student.

Readiness Check
Double-checks your simulation choices for a Baby and displays a report on the screen.

Searching
Text that means the control unit is trying to communicate with Baby (point control unit at area shown on page 4 and hold it for 4-5 seconds).

Self Test
Tests all control unit functions.

Set Clock
Task where you set the clock, ensuring the start and stop times and Baby's schedules follow the actual time of day.

Troubleshooting
A quick way the control unit can find any technical problems with a Baby.

View Report
Allows you to view simulation data on screen.

Important points - READ THESE FIRST!

1 **Set the clock in the control unit the first time you use it.**

2 **Assign at least one ID to each new Baby.** Keep that ID (and a second one, if desired) with that Baby for all future parenting simulations. If those IDs are lost or misplaced, you can re-configure that Baby to use other IDs.

3 **To communicate best with Baby, point the control unit at one of the areas illustrated on page 4 and HOLD IT there for at least 4-5 seconds.** If there is no chime, re-position the control unit and HOLD IT again for 4-5 seconds. Do not wave the control unit around Baby.

4 **Removing the batteries from either the control unit or Baby does NOT erase the data.** The control unit stores data for 30 simulations. Data is listed from the oldest (bottom of list) to the newest (top of list). The oldest data is overwritten after more than 30 simulations have been downloaded.

5 **The Demonstration option, the Practice option, and programming Baby for a new simulation erases report data in Baby's computer.** Make sure you use Get Data or End Simulation to download the data from Baby before practicing, demonstrating, or programming.

6 **Diapers and bottles other than the ones supplied by Realityworks do NOT work with Baby.** Original RealCare® Baby bottles will work with RealCare® Baby II, and vice versa. Original RealCare® Baby diapers **do not work** with RealCare® Baby II, and vice versa. See diagram on page 34.

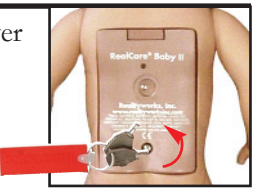
Gather these supplies:

- Baby
- Four C batteries
- IDs
- Tamperproof wristband
- Bottle or breastfeeding device
- Green patch diaper
- Yellow patch diaper (on Baby)
- Control unit
- Four AA batteries
- Instructor key ring
- Screwdriver (not included)

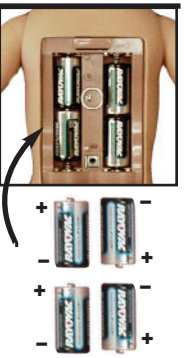
Battery installation

Baby

1 Insert a battery cover key into the battery cover lock and turn counterclockwise. Remove the cover.

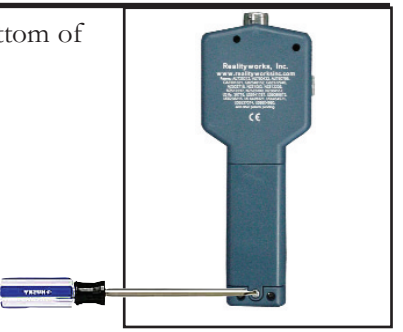


2 Insert the four C batteries as indicated by the plus/minus label in the battery compartment. *Baby chimes when batteries are installed correctly.* Replace the cover and lock it by inserting the battery cover key into the lock and turning clockwise.

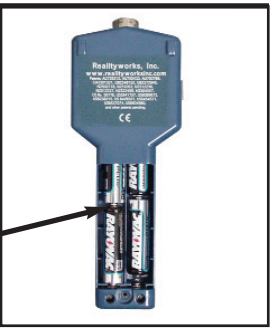


Control unit

1 Loosen the small screw at the bottom of the battery cover. Remove the battery cover.

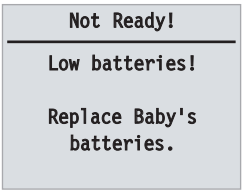


2 Insert the four AA batteries as indicated by the plus/minus label in the battery compartment. *The control unit beeps and displays the main menu when the batteries are installed correctly.* Replace the battery cover and screw and tighten securely.



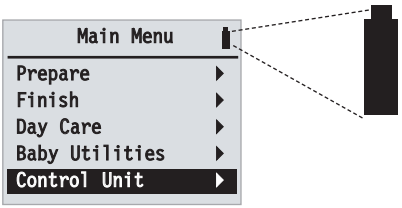
Low battery information

If Baby's batteries are low, the control unit screen will display a message when you try to transfer data to or get data from Baby.



The message means that the batteries are not strong enough to begin a simulation. Please put fresh batteries in Baby.

If the control unit batteries are low, you will see this symbol in the top right-hand corner of the screen:



Please put fresh batteries in the control unit.

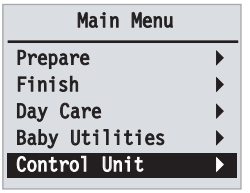
Neither the control unit nor Baby lose data when the batteries are changed.

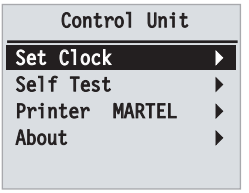
Alkaline battery voltage (shown on Baby Found screen during Prepare option)	**Battery life**
4.5 – 6.0 volts	OK
4.2 – 4.4 volts	1-2 days left
4.2 or less volts	Change batteries now
Rechargeable battery voltage	**Battery life**
4.5 – 6.0 volts	OK
4.5 or less volts	Change batteries now

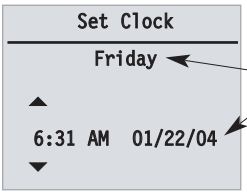
Setting the control unit clock

(Must be done only once at first use)

Baby does not follow schedules correctly until you set this clock.







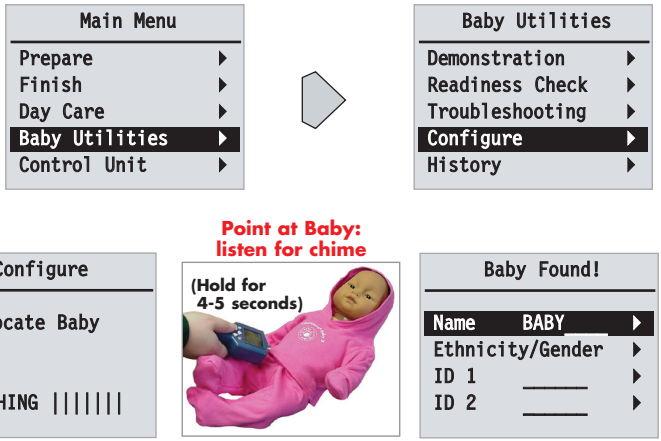
Change day of week by setting the correct date at the bottom.

Push **until you return to the Main Menu.**

Note: Screens and data stay the way you leave them.

- Program student IDs so they can be used with this Baby for every simulation with no further programming.
- Optional steps: Give Baby a name for easy tracking of simulation data, and program Baby's ethnicity and gender.

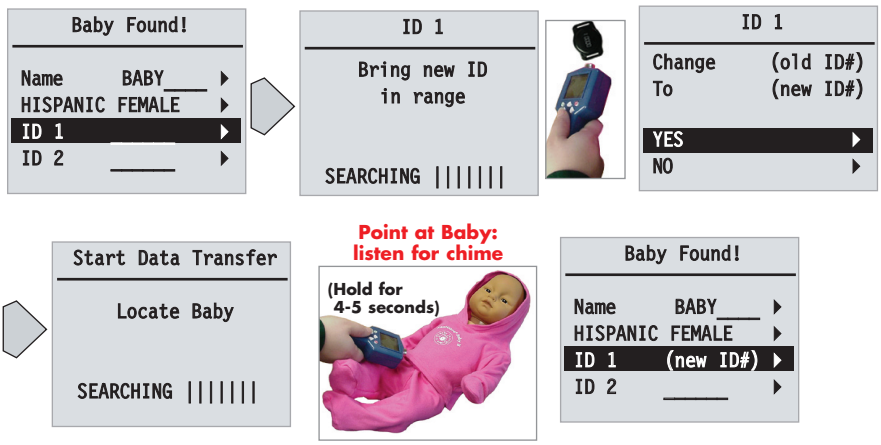
A. Find out Baby's current configuration.



Baby Found! screen shows Baby's current configuration.

B. Program IDs.

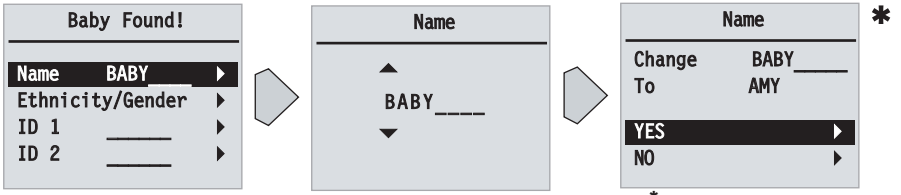
Baby uses IDs to recognize its student parent. Baby does not allow care without an ID.



Baby Found! screen shows new ID number.
This is the ID the student parent should use.

C. Give Baby a new name (optional).

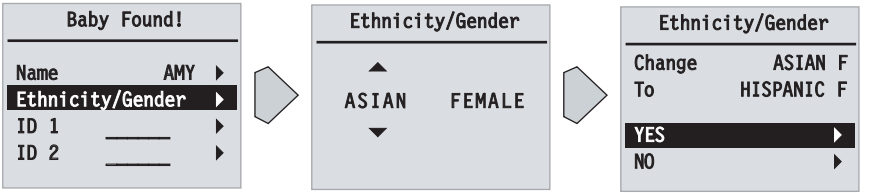
Baby's name appears on control unit menus and reports.



Baby Found! screen shows Baby's new name.

D. Program ethnicity and gender (optional).

Ethnicity/gender appears on printed reports to help match printouts to Babies.

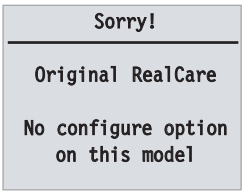


Baby Found! screen shows new ethnicity/gender.

Back to previous screens and Main Menu

Original RealCare® Baby SPECIAL INSTRUCTIONS:

If you try to use the configure option with an original RealCare® Baby, you will see this message:

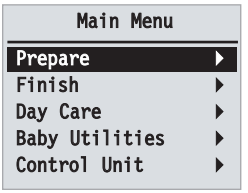


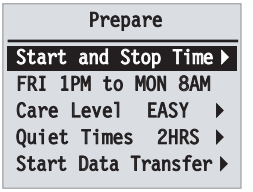
The Configure option is not available on original RealCare® Baby.

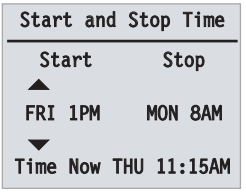
Prepare

This menu lets you:
- select the time Baby starts and stops the parenting simulation
- select the difficulty level of the schedules Baby follows
- pre-set quiet times throughout the simulation (Baby requests no care)
- transfer these choices to Baby in preparation for a simulation.

A. Choose start and stop time.



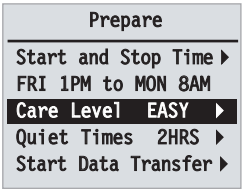


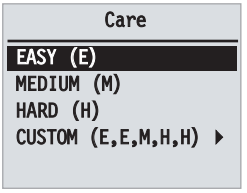


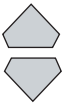
Back to previous screen

Prepare menu now shows selected start and stop time.

B. Choose care level.





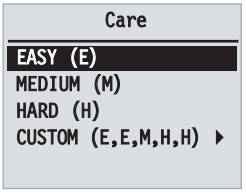


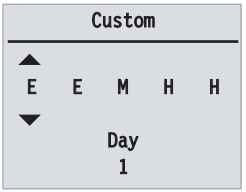
Select desired care level

OR

Back to previous menu

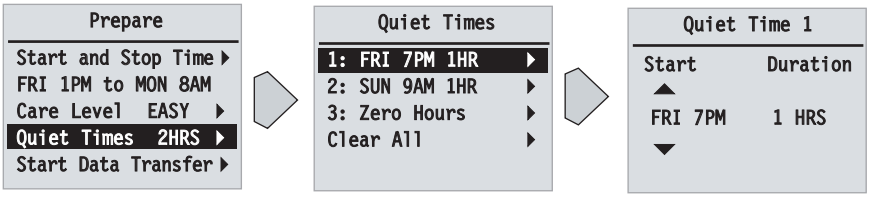
The custom option allows you to choose easy, medium, hard, or specific schedules for each day. To select the custom option:





Parenting simulations longer than five days will run a continuous loop of the five schedules shown.

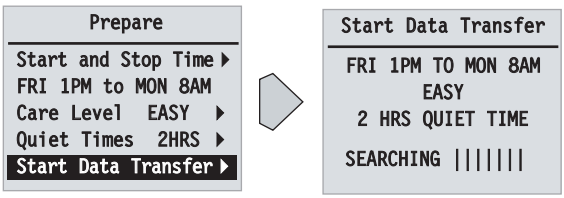
C. Pre-set quiet times (optional).



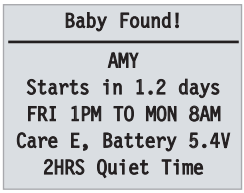
Choosing 0 (zero) for the hourly duration will clear a quiet time.
Quiet times programmed outside of the start and stop time are ignored.

Back to previous screens

D. Transfer your choices to Baby.



Point at Baby: listen for chime



Baby has confirmed that it is ready for a simulation.
Want to double-check? Use the readiness check function on page 28.

Care E = Easy level of care (M=Medium, H=Hard).
Battery 5.4V = see the chart on page 13.
(Second line may also read "Starts in __ hrs" or "Simulation Started" depending on your start time.)

Back to previous screens and Main Menu

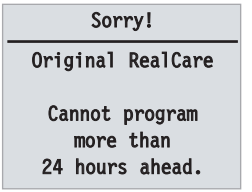
Note: If you have not programmed any IDs with Baby, you will hear a chime and see this screen when you try to transfer your choices to Baby. See pages 15-16 to configure your Baby.

Original RealCare® Baby SPECIAL INSTRUCTIONS:

To transfer data to an original RealCare® Baby, touch the contact on the end of the control unit to the contact point in Baby's back.

Touch the original RealCare® Baby IDs to the contact point to begin the simulation. Baby must beep three times or the simulation does not start. See your original RealCare® Baby Operating Handbook.

If you try to program an original RealCare® Baby more than 24 hours in advance with the RealCare® Baby II control unit, you will see this message:



Notes:
Quiet times are not available on original RealCare® Baby. When you try to transfer simulation settings to Baby, a confirmation message will remind you that quiet times have not been set.

The day care option must be used with original RealCare® Baby if you want the student to have a break during the simulation.

This menu lets you:
- get the simulation data from Baby
- end the simulation before the pre-programmed end time
- view simulation data on the control unit screen
- print simulation data on the optional printer.

A. Get data

(Download simulation data from Baby; does not affect simulation)

Main Menu
Prepare ▸
Finish ▸
Day Care ▸
Baby Utilities ▸
Control Unit ▸

Finish
Get Data ▸
End Simulation ▸
View Report ▸
Print Report ▸

Get Data
Locate Baby
SEARCHING |||||||

Point at Baby: listen for chime

Baby Found!
AMY 09/25 HISPANIC FEMALE
Data retrieved

Data now ready for viewing and printing.

Back to previous screens

B. End the simulation

(Download simulation data from Baby and END the simulation)

Finish
Get Data ▸
End Simulation ▸
View Report ▸
Print Report ▸

Ending Simulation
Locate Baby
SEARCHING |||||||

Point at Baby: listen for chime

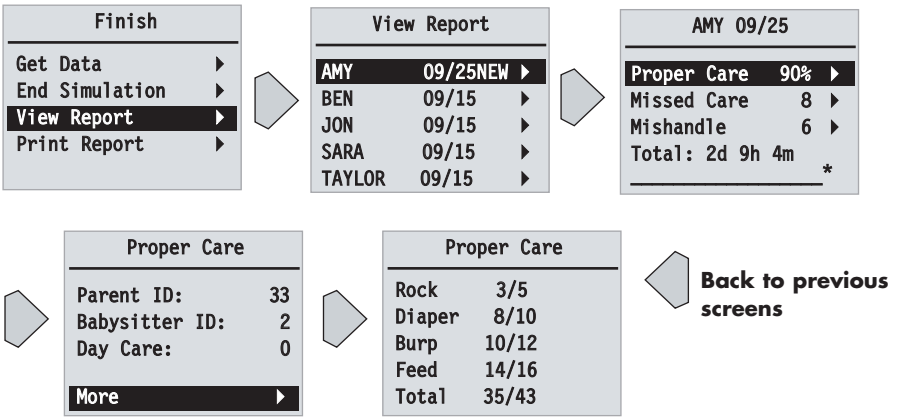
Baby Found!
AMY 09/25 Hispanic Female
End simulation Data retrieved

Back to previous screens

C. View a report

The control unit identifies reports by Baby name and the month/day the simulation was programmed.

Proper Care: percent of time the student cared for Baby properly.



*A message appears on the bottom line of the report if Baby stopped before it was scheduled to:

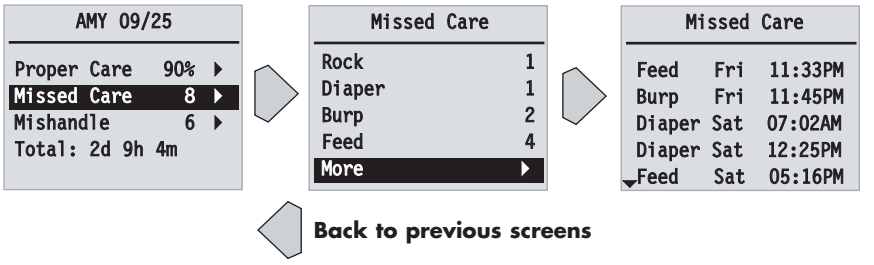
E STOP = Emergency stop button was used

N STOP = Neglect stop: Baby was neglected for 12 hours and shut down

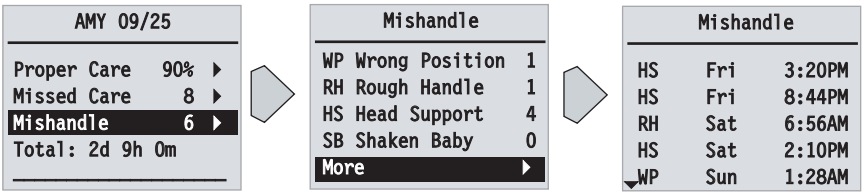
A STOP = Abuse stop: Baby was abused 24 times and shut down

B STOP = Battery stop: Baby's batteries died and Baby shut down

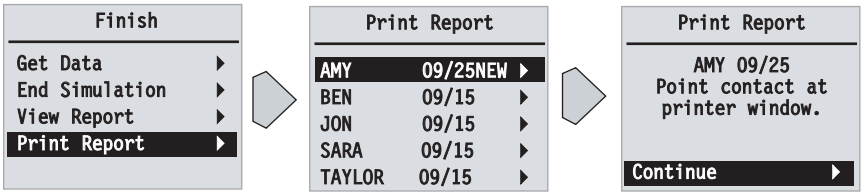
Missed Care: number of times the parent missed caring for Baby for more than two minutes.



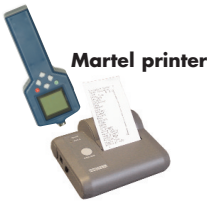
Mishandle: number of times Baby was handled incorrectly.

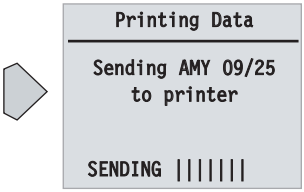


D. Print a report on the infrared printers from Realityworks



Make sure the printer has batteries and paper installed. Turn on the printer. Point the contact at the infrared window.





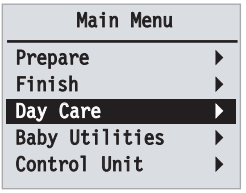
Sample printout

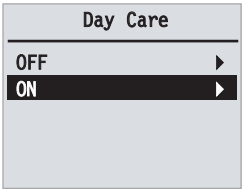
Be careful not to move the control unit until the printer has completely finished printing.

Back to previous screens and Main Menu

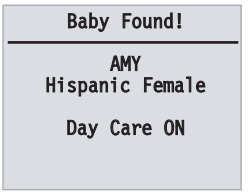
Day Care on demand (RealCare® Baby II only)

Use this option to put Baby into day care mode at any time. Baby does not require care or respond to rough handling.





Point at Baby: listen for chime



Back to previous screens

Day care is on until you select the day care "OFF" option to start Baby again.

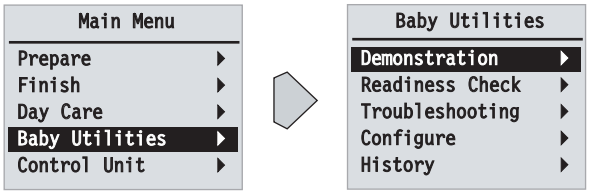
Original RealCare® Baby SPECIAL INSTRUCTIONS:

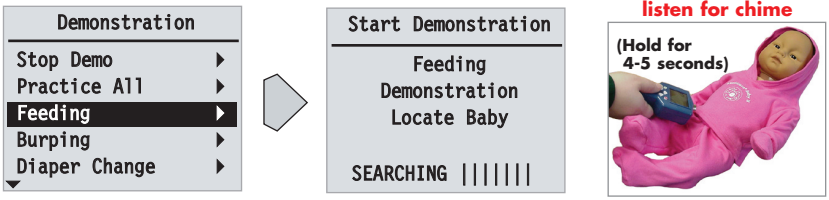
If you try to use this day care option on an original RealCare® Baby, you will see this message:

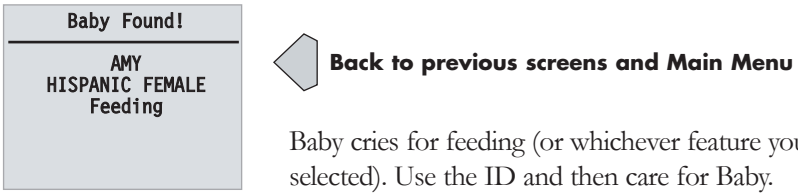
The day care on demand option does not work with original RealCare® Baby. See your original RealCare® Baby Operating Handbook.

Demonstrating Baby for a group

Demonstrate all of Baby's features. You can select one feature at a time, or use Practice All mode to run a session of all care activities.







Baby cries for feeding (or whichever feature you selected). Use the ID and then care for Baby.

See the next page for a chart detailing all demonstration activities.

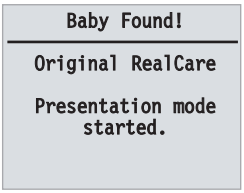
To stop the demonstration or practice session:

Demonstrating Baby for a group

Activity	Length	Action required	Feedback
Stop Demo	N/A	None	Demo or practice session ends
Practice All	Continuous session of each activity	All the actions listed below	Listed below
Feeding	60 seconds	ID Baby and put bottle to Baby's mouth	Coo
Burping	60 seconds	ID Baby and pat Baby's back gently	Burp
Diaper change	One change	ID Baby and change Baby's diaper	Coo
Rocking	60 seconds	ID Baby and rock Baby gently	Coo
Happy	One coo (happy)	None	Coo
Awake	60 seconds	None	Awake noises
Sleep	60 seconds	To test position, place Baby on tummy or head	Breathing sounds; cries in wrong position
Cough	One cough	None	Cough
Fussy	60 seconds	ID Baby; nothing will stop the crying	Crying stops
Head support	60 seconds	Let head fall back; rock Baby to stop crying	Crying stops
Rough handling	60 seconds	Hit or drop Baby; rocking Baby to stop crying	Crying stops

Original RealCare® Baby SPECIAL INSTRUCTIONS:

If you choose a single-feature demonstration (feeding, rocking, etc.) with an original RealCare® Baby, you will see this message:



Baby starts in Presentation mode. See your original RealCare® Baby Operating Handbook.

If you choose the Practice All option, you will see this message:

Baby starts in Practice mode. See your original RealCare® Baby Operating Handbook.

Readiness Check

Quickly check the simulation settings that are currently programmed into Baby.

Main Menu

- Prepare
- Finish
- Day Care
- **Baby Utilities**
- Control Unit

Baby Utilities

- Demonstration
- **Readiness Check**
- Troubleshooting
- Configure
- History

Readiness Check

Locate Baby

SEARCHING |||||||

Point at Baby: listen for chime

Ready!

AMY
Simulation: READY
FRI 4PM - MON 8AM
Battery 5.4V
IDs: (ID1 #) / (ID2 #)

Back to previous screens and Main Menu

Original RealCare® Baby SPECIAL INSTRUCTIONS:

If you try to use the Readiness Check option with an original RealCare® Baby, you will see this message:

Sorry!

Original RealCare

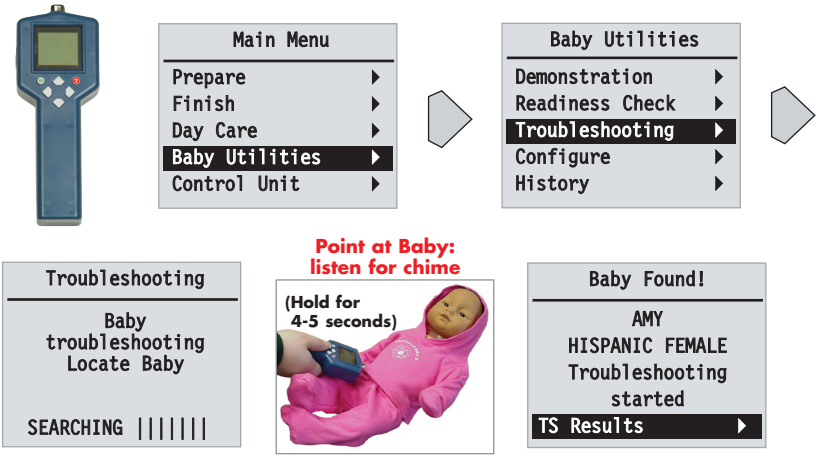
Utilities not available.
See help.

Readiness Check is not available in original RealCare® Baby.

Run a diagnostics check on all of Baby's functions with this option.

Gather these items:

First, install the 4 C batteries in Baby. Baby chimes when batteries are installed correctly. Follow the instructions below:

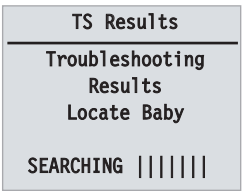


Six seconds after the Baby Found! screen appears, Baby coos. Leave the screen as is and move to the next page.

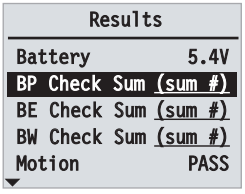
Troubleshooting Baby

Perform the following tests in any order. You can test every function, or only the functions you are concerned about.

	Function tested	Action needed from you	Baby's response if function works
1	Battery	None (automatic)	None
2	Memory	None (automatic)	Coo
3	Motion	Move Baby	Cough
4	Position	Hold Baby on tummy, then head-down	Two chimes
5	Feeding	Bring bottle to Baby's mouth	Chime
6	Neck Forward	Tilt Baby's head forward	Whimper
7	Neck Backward	Tilt Baby's head backward	Two whimpers
8	Rough Handling	Drop Baby from a height of 6 inches onto back	Three whimpers
9	Yellow Diaper	Place yellow patch diaper on Baby	Chime
10	Green Diaper	Place green patch diaper on Baby	Chime
11	Wireless ID	Hold ID close to Baby's belly button	Chime
12	Contact ID (optional -- original RealCare® Baby)	Touch ID to contact point in Baby's back	Chime
13	Emergency Stop (E STOP)	Push Emergency Stop button	Chime
14	All tests PASS	None (automatic)	Coo



Point at Baby: listen for chime



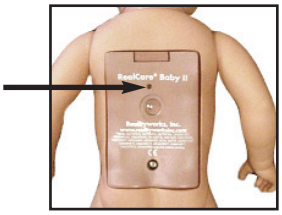
Ignore the "Check Sum" lines.

"PASS" is shown if item passed the test; blank if item failed or was not tested. See chart above for testing details.

This feature can be used to stop Baby if the control unit is not available, or if the student needs to stop Baby in an emergency *(it is not recommended that you tell students this unless they contact you in an emergency)*.

It can also be used to start Baby if an emergency stop was done and the control unit is not available.

EMERGENCY STOP



Use a straightened paper clip to gently press and hold the Emergency Start/Stop button *UNTIL BABY CHIMES 6 TIMES*. (You may need to hold it for as long as 15 seconds.) Baby is inactive.

EMERGENCY START

The current simulation data stored in Baby will be lost.

Use the battery cover key to open Baby's battery cover. Remove one battery. Replace the battery. Baby will chime.

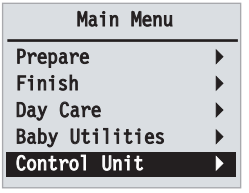
WITHIN 30 SECONDS, use a straightened paper clip to quickly and gently press and hold the Emergency Start/Stop button until Baby chimes three times.

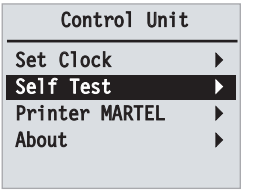
Baby will coo and the simulation will begin. There will be no quiet times and Baby follows schedules 1-15 in numerical order. Baby will recognize the IDs that you have previously configured.

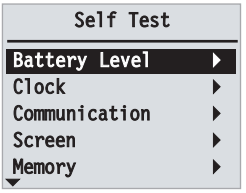
Replace the battery cover and lock it.

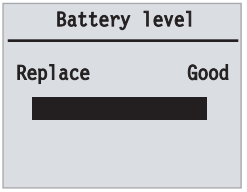
Self Test

The control unit checks its internal systems with this option.

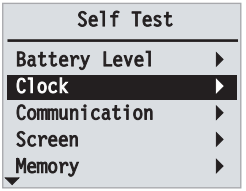


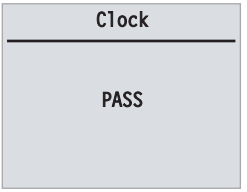




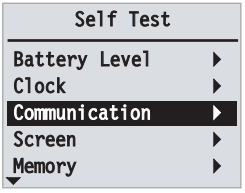


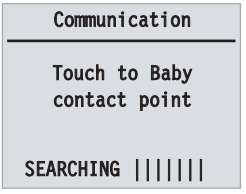
The black bar shows the level of battery life in the control unit.



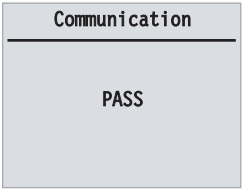


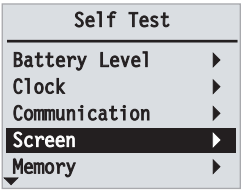
Shows either a pass or fail grade for the operation of the internal clock.



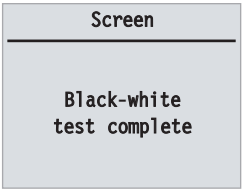


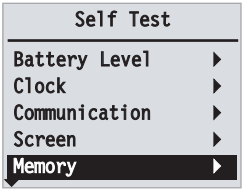
TOUCH

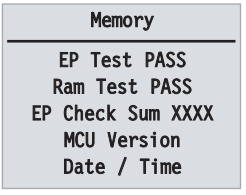




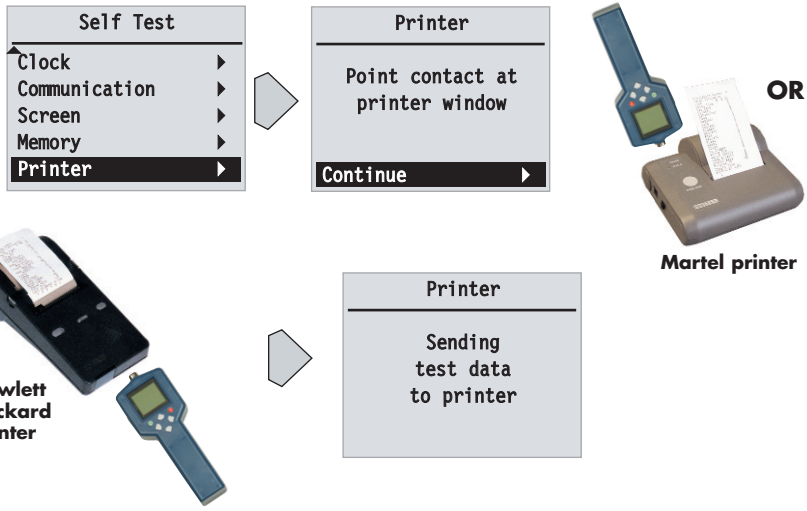
Screen flashes all black, then all white.





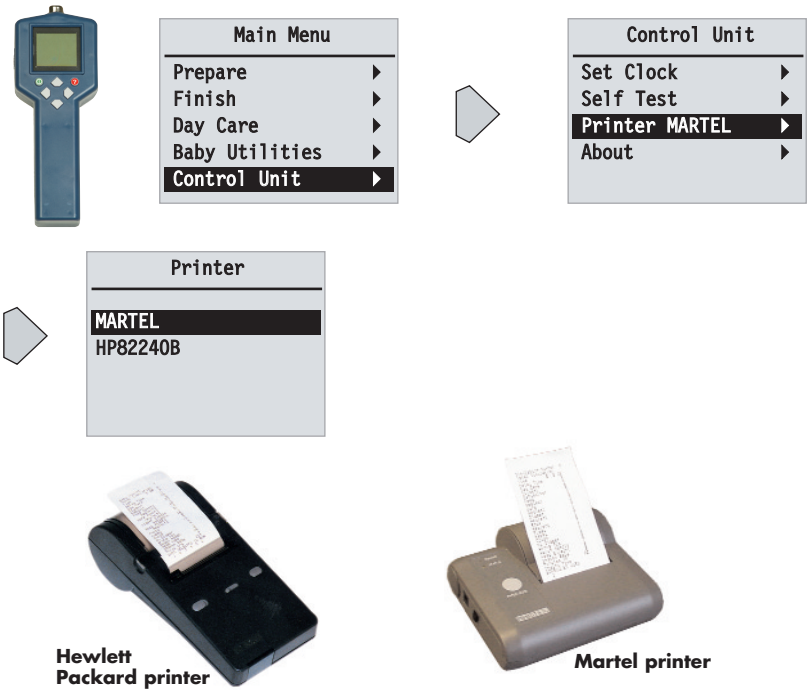


Self Test (continued)



Infrared printer choice

Select which Realityworks infrared printer you plan to use.



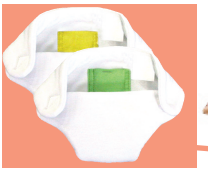
Product compatibility

Both types of bottles work with both models of Baby.

Original RealCare® Baby

RealCare® Baby II

Original RealCare® Baby diapers work only with original RealCare® Baby.



RealCare® Baby II diapers work only with RealCare® Baby II.

The combination of the RealCare® Baby II control unit with original RealCare® Baby IDs works only with original RealCare® Baby.

The original RealCare® Baby control unit with original IDs work with both models of Baby.

The combination of the RealCare® Baby II control unit with RealCare® Baby II IDs works only with RealCare® Baby II.

The contact on some early models of the original RealCare® Baby control unit is shorter than in later models. If used with RealCare® Baby II, hold that type of control unit to Baby's back as shown here for best results.

Early models

Later models

Hold perpendicular to Baby's back.

Never immerse Baby in water. Never allow water to come in contact with the electronics in Baby's back. Baby wipes work best for simulating a bath.

Baby's skin stains easily. It soaks up inks and dyes. Keep Baby away from:

- Newsprint and other printed material.
- New, unwashed clothing—especially jeans, sweatshirts, and fleece.
- Pens and markers.

There is no cleaner that removes all dirt or stains. These cleaners may work:

- Acne cleansing pads.
- Rubbing alcohol.
- Nail polish remover.
- All-purpose cleaner.

Do not use any cleaners or abrasives on Baby's head. These items will remove the paint. Wipe the head with a baby wipe or wet cloth to remove any surface dirt.

Baby's joints have been specially treated and should not dry out. If the joints do become stiff, joint lubricant may be purchased from Realityworks. It lubricates the joints and prevents the tearing that results from dry vinyl. One tube of the joint lubricant can be used for up to forty Babies.

Never store the batteries in Baby. If you are not using the infant simulators for 14 or more days, remove the batteries for storage. Battery leakage can damage or destroy Baby's electronics. **Battery leakage is not covered by warranty.**

Do not let the battery terminals (ends) touch. Wrap a rubber band around bundles of batteries for organizing or storing them. Store upright in a cool, dry place.

Do not store Baby where excessive heat or cold could affect the vinyl or electronics.

Baby's clothes are NOT flame retardant and should not be worn by real infants.

If you store Baby in its shipping box, place the plastic bag around its head to prevent paint damage. The cardboard will rub paint off the back of the head. **Do not wrap Baby in newsprint.** The ink will leave permanent stains on Baby's body.

Why did Baby cry after I installed the batteries?

The last parenting simulation was not ended. Go to the Main Menu and choose Finish. On the Finish menu, choose End Simulation and bring the control unit within range of Baby to end the simulation.

How will I know when it's time to replace batteries?

Baby: The control unit screen displays a battery voltage message when you try to prepare for a new simulation. To check Baby's battery level at other times, follow the directions for the Readiness Check option on page 28. Change the batteries anytime the voltage reading is 4.2 volts or less.

Control unit: A battery symbol appears in the top right-hand corner of the control unit screen when batteries start to weaken: You may also check the battery level by using the Self Test option on page 32.

Will Baby work with rechargeable batteries?

Yes. However, rechargeable batteries do not last as long as alkaline batteries. Use 3,000 mAh capacity batteries or larger. Fully recharge the batteries and install in Baby no more than 24 hours before the simulation is to begin. If the simulation is longer than four days, monitor the battery voltage using the Readiness Check option. Replace batteries when they get below 4.5V.

Are the IDs waterproof?

Yes, all IDs are waterproof and may be submerged in water. Dry the ID off completely before using it. The IDs do not contain batteries.

How can I tell if the IDs are working properly?

Select Baby Utilities from the control unit Main Menu, and then select Configure. Configure the ID to Baby (instructions on page 15). If the IDs are successfully configured to Baby, they work properly.

When do you configure Baby?

You can configure Baby at anytime before the start of a simulation. Once a student ID is configured to a specific Baby, that ID only works with that Baby unless it is reconfigured. It is important to keep Baby and the ID together once they have been configured for each other.

How long in advance can I program the simulation?

You can program Baby up to seven days in advance.

I programmed another simulation, but it has not started yet. Is there any way to retrieve the previous simulation's data?

NO. The Demonstration option, the Practice option, and Programming Baby for a new simulation erases the data stored in Baby's computer. Make sure you use Get Data or End Simulation to download the data from Baby before practicing, demonstrating, or programming.

Frequently asked questions

How many Babies can I program at once?

There is no maximum number of Babies you can program at one time. However, the maximum amount of Babies the control unit will store data for after the simulation is completed is 30.

How can I stop a simulation early?

Pulling the batteries out DOES NOT STOP BABY – it only pauses it. Baby can be stopped early by two methods. The first is to use the End Simulation option on page 21. The second method is by using the Emergency Stop feature. Use a straightened paper clip to gently press and hold the Emergency Stop button until Baby chimes six times. (You may need to hold it for as long as 15 seconds). Baby is now inactive until Baby is either restarted with the Emergency Start procedure or is reprogrammed.

What's the difference between Quiet Times and Day Care?

Quiet times are pre-programmed before the simulation and are in one-hour intervals up to 12 hours. There are three quiet times available per simulation. Baby can be put into Day Care with the control unit at any time during the simulation. See page 24 for instructions. Baby stays in Day Care until you take Baby out of Day Care.

How long will Baby cry before it records a neglect?

Two minutes.

How do I individually demonstrate care events?

Select Baby Utilities from the Main Menu, and then choose Demonstration. Scroll down to the specific care activity you would like to demonstrate (instructions on page 25).

How much time elapses between each care event in Practice All mode?

There are approximately 30 seconds between each care event in the Practice All mode on the Demonstration menu.

What are the highest event numbers?

The largest number for numerical displays such as missed care or mishandling is 254.

The control unit shows a Total Crying Time of 999 minutes.

The largest number possible for crying time is 999 minutes. Crying time includes all crying for rough handling, wrong position and neglect, as well as scheduled crying for care.

The control unit stays on the "SEARCHING" screen and nothing seems to be happening.

Baby may not be in the control unit's range for communication. The best Control Unit communication areas on Baby are on the upper chest and lower belly region in both the front and back of Baby. Hold the control unit two inches from one of the

target areas shown on page 4, and hold it steady for five seconds. Do not wave the control unit around Baby. If the "SEARCHING" screen remains, check the battery levels of both the control unit and Baby.

How much simulation data can the control unit store?

Data for up to 30 Babies. After data for 30 Babies has been stored in the control unit, the oldest simulations will automatically be deleted with each new simulation that is downloaded.

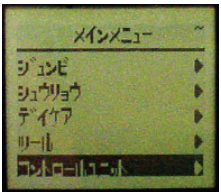
Can I start Baby without a control unit?

Yes. See page 31 about using the Emergency Start feature.

I lost the control unit. Can I use a different control unit to get data or end the simulation?

Yes. Any RealCare® Baby II control unit will communicate with Baby. You may also use the original RealCare® Baby control unit to program RealCare® Baby II but you will not be able to use the new programming features with the old control unit.

Is the control unit broken when the screen looks like this?



No. You or someone else accidentally selected Japanese for the control unit's display language. Press the left arrow button until the screen does not change. Scroll down to the last option on the screen and press the right arrow. On the next screen, scroll down to the last option on the screen and press the right arrow. On the next screen, scroll up to the first option (English) and press the right arrow. Your control unit should be back to normal.

The control unit does not turn on.

The batteries in the control unit could be low. Change the batteries and try the control unit again. No data is lost.

What's the difference between Easy, Medium, and Hard care levels?

Each of the 15 infant schedules is ranked by length of care time and length of time in between care events. "Easy" schedules are the five schedules with the least amount of care time and most amount of time between events, "Hard" schedules are the five schedules with the most amount of care time and least amount of time between events, and Medium schedules are the five schedules in between.

Frequently asked questions

Do I have to reset the clock for daylight savings time?

Yes. To reset the clock, select control unit from the Main Menu, and then choose Set Clock. Press the up and down arrows to change the time.

Do I have to reset the clock for leap years?

No. The control unit is designed to take leap years into account.

What is the USB connector for?

The simulation data can be downloaded from Baby to a desktop computer for additional grading and printing options. This feature will be available in the future. Call Customer Service for details.

The student immersed Baby in water.

Take off Baby's arms and legs. Remove the battery cover and remove the batteries and the circuit board. Allow to dry for at least one week. Reassemble Baby and insert batteries. If Baby beeps, try programming it. If not, call Customer Service at 800.830.1416.

Why is Baby buzzing or making strange noises next to electronic devices?

Some electronic devices, like cell phones, create a lot of interference. This is most easily observed in Baby's sounds. This interference will not harm Baby. Both the control unit and Baby are tested to ensure that such interference does not damage the electronics or cause any lasting effect. Both the control unit and Baby are tested to international and FCC standards to ensure that their radiated emissions are within safe and acceptable limits and do not pose a danger to people or other electronic devices.

How do I clean Baby?

Try any of the following cleaners to remove dirt stains:

- Goop® Hand Cleaner with Pumice
- GoJo® Orange Pumice Hand Cleaner
- Baking soda
- Tech cleaner
- Soft Scrub® Cleanser without bleach
- Oxi Clean
- Mild dish soap
- All-purpose cleaner
- Acne cream
- Rubbing alcohol

Realityworks has found NO effective product to remove ink stains from Baby's vinyl. Depending on the type of cleaning that needs to be done, you may use a green kitchen scrubby or the equivalent to rub the cleaner on the stain. You can then remove the cleaner with a damp cloth. IMPORTANT: Do NOT use any cleaners on Baby's painted areas, including head, lips and cheeks. Use only a mild soap and water solution and soft cloth on these areas.

Frequently asked questions

What do I do if I lost the battery cover key?

Call Customer Service at 800.830.1416 for a replacement.

The bottle cover is missing. Can I get a replacement?

Yes. Call Customer Service at 800.830.1416.

Is there any latex in Baby or the bottle?

No. Baby and all accessories do not contain any latex.

Are the diapers washable?

Yes. Washing the diapers does not affect the sensors. See the tags on the diapers for washing and drying instructions.

When I print the data, why does the printout have this symbol on it?

The batteries in the printer are low. Replace the batteries and try printing again. (This only applies to the HP82240B printer model.)

Can I use the grading system I use for my older Babies?

Yes. However, RealCare® Baby II has additional reporting features to help with the grading process. Suggestions for grading can also be found in the Program Manual.

My report summary shows five mishandling events, but only two are shown on the detail screen. What happened?

Baby counts all mishandling and missed care events but only stores detail information for a combined total of 49 mishandling events and missed care events together. The student had five mishandle events, but only two of them were recorded before the first 47 missed care events occurred.

Returning Baby for repair

If you suspect your RealCare® Baby needs to be returned to Realityworks for repair, please follow these steps:

1. Complete the troubleshooting testing on pages 29 of this Operating Handbook (also at www.realityworksinc.com).

2. Contact the Customer Service Department at 800.830.1416 or e-mail them through our Web site. A Customer Service Representative will analyze your troubleshooting results and provide further instructions. *Please have the following items available when you call:*

- Baby
- Four C batteries installed in Baby and four NEW C batteries
- Bottle or breastfeeding device
- Green patch diaper
- Yellow patch diaper
- Paper clip
- Instructor key ring
- Control unit with four NEW AA batteries
- Screwdriver
- Printer (if you have purchased one from Realityworks)
- IDs

3. If your Baby needs repair, Customer Service will give you a Return Materials Authorization number for use when returning Baby.

4. Remove batteries from Baby. Package RealCare® Baby II, undressed, in the plastic bag provided with your purchase and place it in the original box. *Do NOT use newspaper for packaging Baby; the ink transfers onto Baby's vinyl. Unless specifically requested by Customer Service, do NOT send accessories, batteries, or IDs.*

5. Include a sheet of letterhead with a brief explanation of why the item(s) are being sent for repair. Please reference each RealCare® Baby serial number (found on the electronics box in Baby's back), as well as your name, organization name, and customer ID number. If the data from the simulation you experienced a problem with is available, please include the printout with Baby.

6. Include a method of payment. A signed purchase order, check, or credit card with the name of the cardholder, card number, and expiration date will be accepted.

7. Ship Baby via mail (insured for replacement value of the product) and address the package to :

Attn: RMA#_____
Realityworks, Inc.
2709 Mondovi Road
Eau Claire, WI 54701

8. Once your Baby is received, it will be repaired and shipped back to you. If you have questions regarding the status of your repair, please call the Customer Service Department at 800.830.1416.

Removing the PCB board for replacement:

(Only do this when instructed to do so by Customer Service)

1. Remove Baby's batteries.
2. Remove two small screws (shown) with a Phillips screwdriver.
3. Grasp circuit board by the contact point and pull straight out.
4. Replace the two small screws and the battery cover.
5. Place circuit board in bubble wrap bag and a sturdy cardboard box, and return to Realityworks at the address above.

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